

\$1 #2Start

!3 Define left edge pane

!4 Define right edge pane

!5 Define left corner

!6 Define right corner

1\$start

2#start

3!PaneID(qchPath, `ledge>Pane1', 101)

4!PaneID(qchPath, `redge>Pane2', 102)

5!PaneID(qchPath, `lcorner>Pane4', 104)

6!PaneID(qchPath, `rcorner>Pane5', 105)

```
#7 {ewc MVBMP2, ViewerBmp2, [nomsg] !ledge.shg}Display left edge SHG
```

```
7#ledge
```

#s {ewc MVBMP2, ViewerBmp2, [nomsg] !redge.shg}Display right edge SHG

8#redge

```
#9 {ewc MVBMP2, ViewerBmp2, [nomsg macro="JumpID('wordex.mvb>main', 'start')"] !lcorner.bmp}
```

9#lcorner

```
#10 {ewc MVBMP2, ViewerBmp2, [nomsg macro="JumpID(`about.mvb>main', `start')"] !rcorner.bmp}
```

10#rcorner